AGB-AJLE-USA JIUSTIIIGE
ILE IN IGIUE MIDWAY INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- · Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

# **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- · Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



**Violence** 



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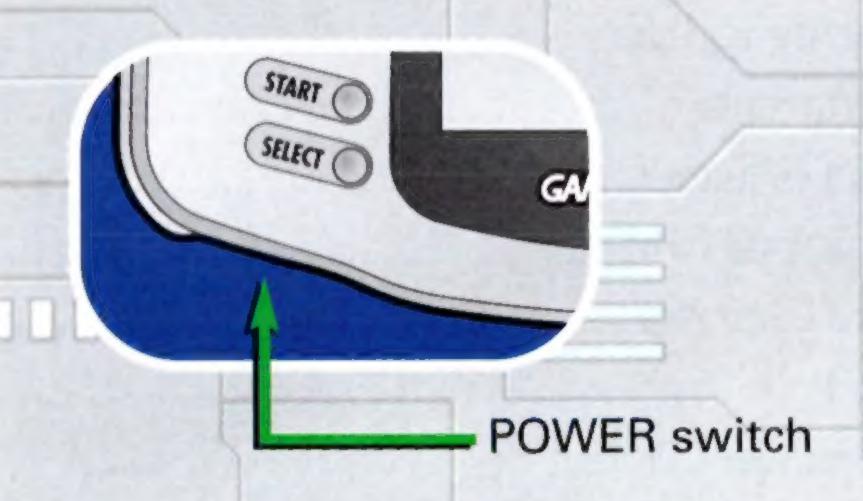
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## JUSTICE LEAGUE

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Please follow the instructions below before attempting to play this game.



- Make sure the POWER switch is in the OFF position.
- Insert the Nintendo GAME BOY® ADVANCE Game Pak into the slot on the back of the Game Boy® Advance system, label facing AWAY from play side.
- Slide the POWER switch to the ON position to turn ON the power.
- Follow gameplay instructions throughout this manual.

After turning the POWER switch ON, the JUSTICE LEAGUE™ title screen will appear. If you do not see the title screen, follow the directions on the opposite page.

From the JUSTICE LEAGUE title screen, press START to proceed.

## MENU & SUB-MENU NAVIGATION

Throughout this manual, ♠, ♣, ← and → will signify pressing up, down, left and right on the Control Pad. To navigate through the game menus (i.e. Options), use the Control Pad (♠, ♣, ← or → depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the A Button. To go back to the previous menu and/or cancel the previous selection, press the B Button.

## QUITTING A GAME IN PROGRESS

To quit a game in progress, press START during the game. The Pause Options screen will appear. Select QUIT and press the A Button.

The following pages will give you a description of what the controls are in JUSTICE LEAGUE. Refer to the graphic below for button locations.



## MENU NAVIGATION

Control Pad: Highlight menu selections.

A Button: Confirms selection

B Button: Return to previous screen

START: Starts game.

## GAMEPLAY NAVIGATION

ON THE GROUND (All characters)

**Control Pad** 

← / → Runs left or right.

Causes you to crouch.

Tenters doors you are standing in front of.

A Button: Jump

B Button: Ground Attack 1 (ie. Wonder Woman's Cross Punch)

B Button 2 Times Quickly: Ground Attack 2 (ie. Wonder Woman's

Roundhouse Kick)

Holding Down B Button: Charged Ground Attack

IN THE AIR (Flying characters: Superman, Wonder Woman, Martian Manhunter, Hawkgirl & Green Lantern)

**Control Pad** 

←/→/ ↓ / ↑ Will move you in the direction pressed.

R Button: Activates flying (where available).

B Button: Air Attack

Holding Down B Button: Charged Air Attack

L Button: Attacks using character's special move.

START: Used to start and pause game. When pressed during gameplay,

Options menu will come up.

SELECT: Switches between characters.

## MAIN MENU

## LOAD GAME:

Lets you play a previously saved game.

## **NEW GAME:**

Begins a new game.

## OPTIONS:

Allows you to change a few of the game's features.



MAIN MENU

## PAUSE SCREEN

If you press START during a game, the Pause screen will come up. START acts as a toggle. Pressing START while in the Pause screen will return you to back to your game.

### Pause Screen Continued.....

When you select QUIT, it will be followed up with a YES/NO screen. Selecting YES will quit out of the game and NO will return you back to the game.



PAUSE MENU

## **OPTIONS MENU**

You have 2 options to adjust:

- Sound Effects UP/DOWN
- Music UP/DOWN

Press ↑ or ↓ on your Control Pad to highlight the option you want to change, then press ← or → to adjust levels up or down. Press the B Button to return to Main menu when finished.



**OPTIONS MENU** 

To start a new game, use the Control Pad to highlight New Game, and press the A Button.

## **ENTER NAME**

The Enter Name screen will appear. This will allow you to keep track of up to four saved games. Once all four slots are full, you will have to erase one of the saved games in order to begin a new one.

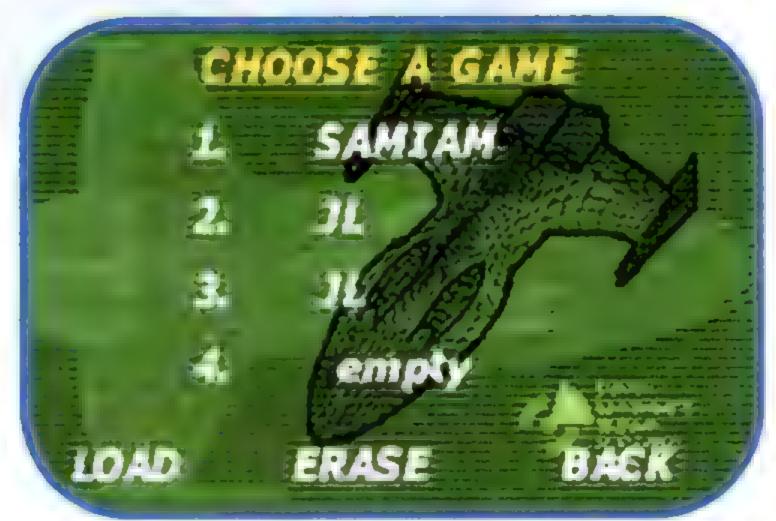
Inter a new name by pressing ↑, ← or → on the Control Pad to highlight a letter, then press the A Button. You can also choose to use the default JL name. When you are finished, highlight DONE and press the A Button to continue.

## CHOOSE A GAME

You can select Load Game if you have previously saved games. The Choose A Game screen will appear.



ENTER NAME SCREEN



CHOOSE A GAME MENU

#### Choose A Game continued...

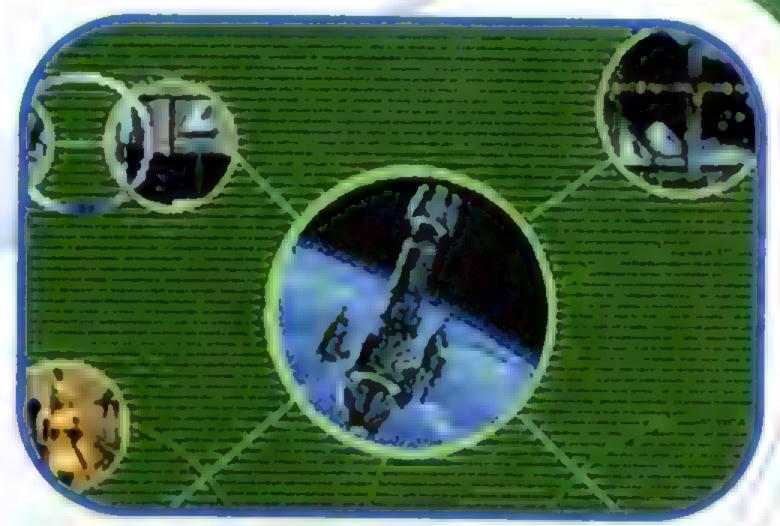
Press ↑ or ↓ on the Control Pad to highlight one of the four slots. Once highlighted, press ← or → on the Control Pad to choose between LOAD, ERASE or BACK. Press the A Button to proceed.

## LEVEL SELECT

Once in the Level Select menu, press ↑, ↓, ← or → on the Control Pad to navigate through the available levels. As you complete a mission a new level will unlock. When you have a level highlighted your Mission Briefing will appear.

## MISSION BRIEFING

This will show you which two JUSTICE LEAGUE members will be used in the mission. It will also give you a brief explanation of where the mission will be located and what your job will be there. Press the A Button to begin your mission.



LEVEL SELECT MENU



MISSION BRIEFING

## HUD (HEADS UP DISPLAY)



- A Player's Health Meter
- **B** Special Attack Meter
- C JUSTICE LEAGUE Icon Count
- D Big Boss Health Meter
- E Extra Lives Count

Keep your eye out for these important objects as you play!



## POWER UPS

### **EXTRA LIVES**

A spinning icon that increases the "lives" of the player by one. This icon is displayed at the start of each level and shows up briefly with the count in the bottom right of the screen once collected.



#### HEALTH

A sprite that when picked-up restores a portion of health to the active character's Health Meter. The amount of health to be gained varies from sprite to sprite.



## **HEALTH & ENERGY METER ENHANCEMENT**

Adds an additional piece to the character's Health and Energy Meter, thereby increasing the maximum capacity of health and energy that can be recovered.

## Power Ups Continued.....



### **ENERGY RECOVERY**

A sprite that speeds energy recovery for the character. The amount of energy recovery to be gained varies from sprite to sprite.



## JUSTICE LEAGUE ICON

For every 100 of these icons gathered, you receive an extra life. Icon and count shows up briefly in the left corner of your screen each time one is collected.



#### **KEYCARD**

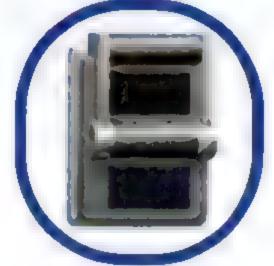
Some doors will require you to have a Keycard in order to open them.

## OTHER IMPORTANT ICONS



## **CHARACTER RESTORE**

Brings your character back to full health.



Locked

#### **SWITCHES**

You will encounter switches that will need to be turned on/off in order to open doors, turn off force fields, etc.....



Unlocked



## MIND CONTROL HUB

Destroy these enemy mind controlling HUBs.

Each level has two predetermined JUSTICE LEAGUE team members paired together. The mission level you select will determine the two heroes that will be used in your mission.

At the beginning of each mission, there will be a short dialogue between your two heroes. This will give you a little more information about what to expect and what your objective is.

There will be multiple opportunities to obtain power ups (extra lives, health, energy recovery, etc...) throughout the game.

When fighting against a Big Boss, they will have their own Health Meter in the upper right corner of your screen. This way you'll know when you're getting closer to defeating them. Timing your attacks are key.



Power-Up icons are available in multiple locations.



It's important to be strategic when fighting against a Big Boss.

Each Big Boss has a Mini Boss beneath them. A Mini Boss is usually guarding a key that you'll need to unlock a certain area in each level.

Don't forget to switch between your two heroes when your current hero's health starts to run low. Press SELECT when you are ready to switch from one character to the next.

Important enemy objects to look out for are Joker Blimps, Exploding Toy Ducks and Spinning Orbs. Make sure to dodge them to avoid damage to your hero.



Stay clear of the Joker Blimps



Be careful of Exploding Toy Ducks.

# SUPERMAN HAWKGIRL THE FLASH GREENLANTERN

## SUPERMAN

Sole survivor of the planet KRYPTON, SUPERMAN was raised on Earth by JONATHAN and MARTHA KENT. He was instilled with moral strength as great as his physical abilities.

#### Character Moves

Ground Attack 1 = One Arm Punch
Ground Attack 2 = Two Fisted Upward Sweep
Charged Ground Attack = Two Fisted Double Punch
Air Attack = Air Smash
Charged Air Attack = Propel Punch
Jump Move = Horizontal Fly Forward With Both Fists
Special Move = Heat Vision

## WONDER WOMAN

Daughter of the Amazon Queen HIPPOLYTA, PRINCESS DIANA of THEMYSCIRA was blessed at birth with amazing strength and wisdom. As Wonder Woman, Diana fights evil in the world of man.

#### **Character Moves**

Ground Attack 1 = Cross Punch
Ground Attack 2 = Roundhouse kick
Charged Ground Attack = Golden Bracelet Bash
Air Attack = Low Swipe Punch
Charged Air Attack = Forward Surge & Bounce Back
Jump Move = Spinning Somersault With A Downward Swing
Special Move = Golden Lasso Yank

## MARTIAN MANHUNTER

The last survivor of an ancient Martian race, J'ONN J'ONZZ is one of the mightiest heroes on Earth, a telepath with uncanny shape-shifting abilities, the power to pass through solid objects, and incredible strength.

#### Character Moves

Ground Attack 1 = Forward Punch
Ground Attack 2 = Backhand Punch
Charged Ground Attack = Phase Shift Grab
Air Attack = Two Handed Head Clap
Charged Air Attack = Telepathic Burst
Jump Move = Spinning Backhand
Special Move = Phase Shift

## THE FLASH

WALLY WEST gained the power of super-speed during a freak electrochemical accident. Now The Flash is the FASTEST MAN ALIVE, capable of velocities approaching the speed of light.

#### **Character Moves**

Ground Attack 1 = Flash Punch
Ground Attack 2 = Triple Speed Punch
Charged Ground Attack = High Speed Blur Attack
Jump Move = Whirlwind Funnel Attack
Special Move = Super Speed

## BATMAN

BRUCE WAYNE saw his parents gunned down before him and from that day forward, dedicated his life to eradicating crime. Batman is trained to the peak of physical and mental perfection to fight for justice throughout the world.

#### Character Moves

Ground Attack 1 = Forward Punch Ground Attack 2 = Side Kick Charged Ground Attack = Ultra Head Butt Jump Move = Overhead Smash Special Move = Batarang

## HAWKGIRL

Ripped from her home world of *THANAGAR*, undercover detective *SHAYERA HOL* found herself transported to the uncharted planet called Earth. As Hawkgirl, *SHAYERA* uses her Thanagarian powers of flight and fearsome hand-to-hand combat skills to fight alongside the *JUSTICE LEAGUE*.

#### Character Moves

Ground Attack 1 = Forward Jab With Mace
Ground Attack 2 = Side Mace Sweep
Charged Ground Attack = Charged Mace
Air Attack = Diagonal Mace Swing
Charged Air Attack = Two-Handed Mace Strike
Jump Move = Roll Into Downward Mace Swing
Special Move = Electric Mace

## **GREEN LANTERN**

The Immortal GUARDIANS OF OA granted Earthman JOHN STEWART the Power Ring of the elite GREEN LANTERN CORPS. An intergalactic peace keeping force. Members of the Corps wield the ultimate defensive weapon, a ring that responds to their thoughts to project powerful laser like beams or impenetrable force fields.

#### Character Moves

Ground Attack 1 = Right Cross
Ground Attack 2 = Uppercut Punch
Charged Ground Attack = Green Hammer Swings Downward
Air Attack = Forward Punch
Charged Air Attack = Green Ray From Ring
Jump Move = Jumps Downward With Green Glowing Arrow
Special Move = Green Bubble



## THE JOKER<sup>IM</sup>



LUTHOR<sup>IM</sup>
(SUPER ARMOR)



ULTRA-HUMANITE"



THE SHADE M

## STAR SAPPHIRE







FELIX FAUST





SOLOMON GRUNDY<sup>M</sup>

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